For much more on this game
visit bit.ly/treasuregear

トレジャーギア TREASURE GEAR™

SLPS 00819

©1997 Miraisoft / ADK
"PS" and "PlayStation" are trademarks of Sony Computer Entertainment Inc.
WARNING: All rights reserved. Unauthorized duplication is a violation of applicable laws.

Enjoy&Exciting.
Miraisoft
有限会社 未来ソフト

トレジャーギア
TREASURE GEAR™

STORY

The name of this continent is Lemuria, and there was once a time when a magical civilization flourished here. However, a magician broke a taboo and opened a dark door connecting the human world and the demon world, causing an incident in which the forces of the demon world flooded the human world.

When despair and chaos covered the world, four apostles of God, known as "Wisemen", appeared and, with their miraculous powers that transcended all phenomena, humanity narrowly escaped destruction.

The Wisemen and the survivors sealed all powerful magic across the continent to prevent this tragedy from ever happening again.

This event was later called the "Seven Days of Destruction".

Hundreds of years have passed, and the people have once again regained their days of peace and prosperity. The long period of peace has caused people to forget the tragedy and has given rise to the profession of "adventurers" who plunder ruins. These adventurers scour ruins, obtain magical treasures, and sell them at high prices. The ruins have become dungeons that are constantly changing due to their magical powers, and there is no end to those who seek to make a fortune, regardless of the dangers of monsters and traps that stand in their way.

Our protagonists were also "adventurers". They were renowned alongside their partner who is also their lover. However, tragedy suddenly struck. When they ventured into a dungeon known as the "Tomb of the Demon Emperor", a place from which no one had ever returned alive, their partner fell into a trap and was struck by a powerful death curse. They barely made it back alive, but the curse was beyond medical treatment. The only solution left was to obtain the legendary item, the "Fruit of Life", whose existence had only been a rumor.

The protagonist sets out in search of the "Fruit of Life". Their goal is to save their partner, but before they know it, their adventurer's curiosity begins to wonder:

Does the "Fruit of Life" even exist?
Who are these Wisemen?
And where could they be hiding?

After an already long and difficult adventure, our story begins when they finally discover that a clue to the "Fruit of Life" lies in the village of Lele...

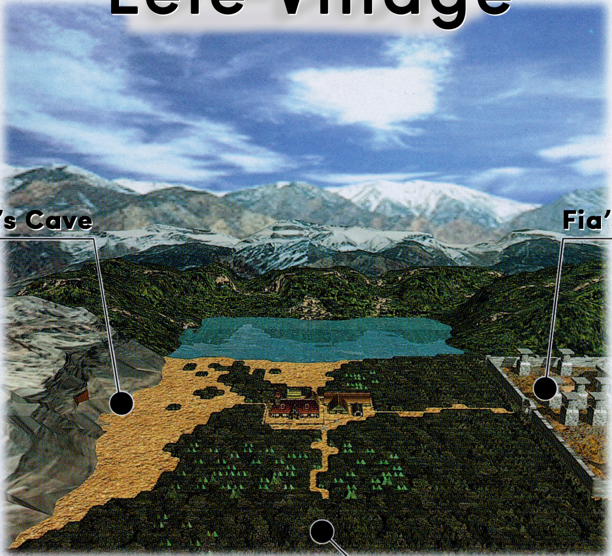
For Japan Only | Players 1 | Memory Card 2 Blocks

SLPS 00819

CONTENTS

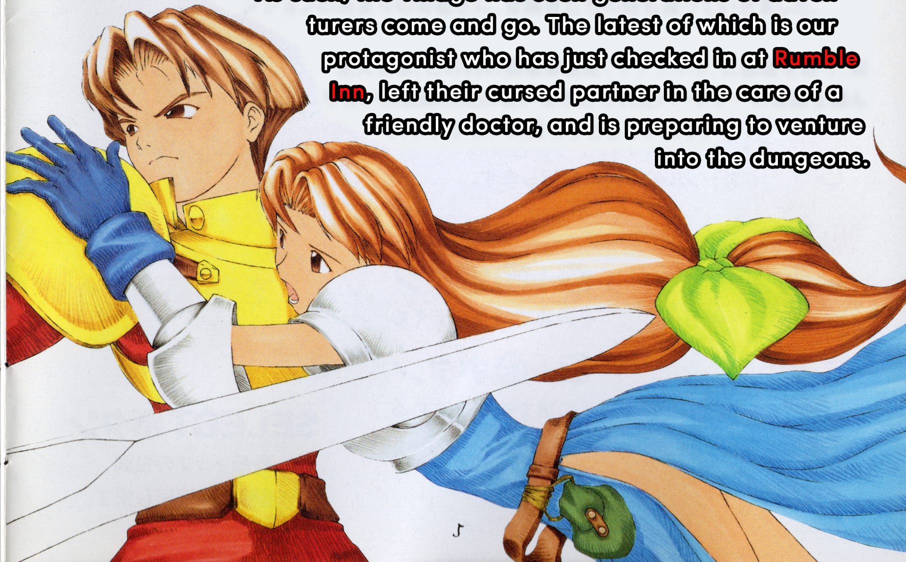
- Story 2
- Lumeria Continent 4
- Basic Operations 6
- Game Flow 8
- Let's get started 9
- About the basic screen 10
- About the status icon 11
- In the Village 12
- Set off on Adventure! 13
- Main Window 14
- Adventure Failure 19
- Game Save & Load 20
- About Occupations 21
- Storage 22
- Occupation Skills 23
- Character Introduction 28
- Item Introduction 29
- Game hints & more 30

Lele Village



The story begins in the village of Lele, located on the northern outskirts of the **Kingdom of Zestrum**, which is located in the center of the Lemurian continent. It has long been said that Lele marks the exact center of the continent and stands atop a magical civilization. This is evidenced by its close proximity to three dungeons: **Fia's Ruins** to the East, **Drain's Forest** to the South, and **Twei's Cave** to the West.

As such, the village has seen generations of adventurers come and go. The latest of which is our protagonist who has just checked in at **Rumble Inn**, left their cursed partner in the care of a friendly doctor, and is preparing to venture into the dungeons.



Controller

L2 BTN
Viewpoint Switch
(Cycle Normal, Mid, Low)

L1 BTN
Off-hand Weapon
(Arrow Bow, Shuriken, Boomerang)

D-PAD
Move the character
Navigate cursor in menus

✕+□ BTN
Change direction on the spot
(press in combination with D-Pad)

✕+○ BTN
Hold to advance time on the spot

SELECT BTN
Dim gameplay screen to highlight map

START BTN
Open configuration window

R2 BTN
Hold to strafe

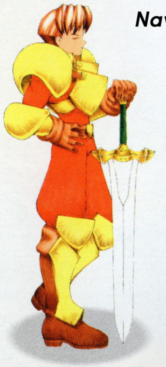
R1 BTN
Use selected skill

△ BTN
Open skill window

○ BTN
Attack
Make selection in menus

✕ BTN
Hold to Run
Cancel selection in menus

□ BTN
Open menu



Lele Village

Gather information in the village and prepare for your adventure

Adventure Begins

At the village exit, choose where you will adventure: Fia's Ruins, Twei's Cave, or Drain's Forest

Adventure Map

Climb the dungeon floors until you find the fabled crest. There's no turning back until you've found it

Adventure Results

Once obtained, bring the crest back. If you fail on your adventures you'll start back at the village

Once you have found the emblems from all 3 dungeons...

?????

◆Play for the first time

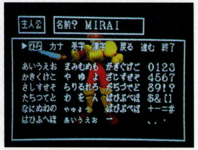
On the title screen, select NEW GAME

◆Select Gender

Use the left and right arrow keys to select Male or Female. Press Circle to select. The difference between genders is that men are strong and women are itelligent, so choose according to your preference

◆Enter your name

Use the arrow keys to move the cursor and enter your name. The character type can be changed by selecting Hiragana, Katakana, Kanji or Alphabet and pressing the Circle button to confirm.



Once you have entered the name, move the cursor to 'Finish' to confirm. Next, enter your partner's name in the same way.

...Now, the adventure begins!!

This is the basic game screen. You will proceed through the game on this screen so please remember the contents.

F (Floor): The floor the protagonist is currently on.
LV (Level): The number increases as you defeat monsters and accumulate experience points.
Willpower: Every action drains willpower and when it reaches 0% the protagonist will fall asleep. While asleep, Willpower recovers slowly. When it reaches 20% the protagonist wakes up again.
Stamina: Displays Current/Maximum stamina. If it reaches 0 the protagonist will collapse, the adventure will be unsuccessful, and the protagonist will be sent back to the village (If stamina reaches 0, see page 19).

About the map

The map automatically fills in as you explore. Enemies and items are also displayed (Enemies only appear when an item or magic is used).

Color and type of squares displayed

- The protagonist's position.
- Monster position.
- Item position.
- Exit location (and other obstacles).

SLPS 00819

◆ Remember the status icons and how to deal with them

Poison
Your energy will continue to decrease

Excited
You will not be able to sleep

Abnormal Gravity
You will be unable to move

Temptation
You will be unable to attack

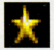
Confusion
You will lose control of your movement

Skill Lock
You will be unable to use any skills

◆ This icon is shown when a monster becomes an ally via item, magic, or skill

Monsters with this icon are allies.
(Beast Tamer Skills, page 25)

◆ These icons are attached to equipment


Coating agents apply this icon.
Items will no longer rust and power increases.

Attached to cursed items.
Once equipped, it cannot be removed.

Clear a cursed piece of equipment by using a coating agent item.

In Lele Village there are many adventurers and villagers pursuing the legend, so talk to them first and get as much info as you can. The tavern is especially recommended.

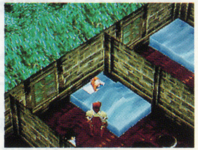
To talk to someone, move nearby and press the Circle button. You can advance the conversation by pressing the button. When a village asks a question, choose 'yes' or 'no'

Adventure Map Selection

You can exit Lele Village to any of the three dungeons in any order. At the deepest part of the dungeon you will find an item called a crest. Once obtained, you have cleared the dungeon and can begin descending back to Floor 1 to exit. Choose your starting point based on the talk around town or your own impressions after making a few visits.

◆ Recovery of lover

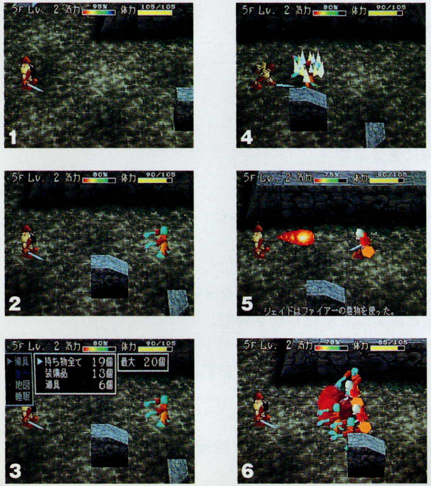
The lover, who has been cursed with death, is being looked after by Dr. Oda at the inn inside the tavern. While the 'Fruit of Life' is the only cure, the doctor can purchase medicine that will help their condition. Talk to him to see how much money he will need.



Purchasing medicine is the only use for money in the game

◆ What is the Real Turn System?

In a nutshell, it means that the game moves when you move. If you do nothing, the game will not progress. The game progresses in real time, but you can stop the game time at any moment. Let's explain it with an example below.



1 Try moving to the right.
2 When the screen scrolls, a monster appears.
3 Now, what to do?
If you let go of the controller, the game stops completely.
4 If the monster is a weakling, you can defeat it without thinking.
5 If the monster is strong, you can open the menu for more options.
6 If you don't want to fight so so many monsters, run away.

The best part about this system is that players can think about their strategy before acting.

This is the most frequently used window during the game.
You can also see the protagonist's status at the same time.

◆Main Character's Status

Occupation: Current occupation, see page 21
Sub-Occupation: Current support skills, see page 21
Status: Only displayed if status below is active:

- **Poison** Willpower depletes over a certain period of time.
- **Darkness** The world is black for a certain period of time.
- **Excited** Unable to sleep for a certain period of time.
- **Confusion** Lose all control for a certain period of time.
- **Skill Seal** Skills and sub-skills cannot be used for a certain period of time.
- **Illusion** For a certain period of time all items look like meat.
- **Heavy** Unable to move for a certain period of time.

Attack: The protagonist's attack power. The higher the number, the more damage you do. This will change depending on your level, equipment, etc. so check it frequently.
Defense: The protagonist's defensive power. The higher the number, the less damage you will receive. Like attack power, it changes depending on level and equipment, so check it often.
Magic: The protagonist's magical power. The higher the number, the greater the effect of magic and miracles. This also depends on level, equipment, etc.
Money: The amount of money held, the unit is G (gem).
Move Speed: There are 3 levels (slow, normal, fast) based on Occupation.
Experience: Gained by defeating monsters. When a certain number has been accumulated, the protagonist's level (and Attack/Defense values) go up by 1.

Next is how to use tools.
First, you'll select which category you want to view.

All: Displays all items the protagonist is carrying.
Equipment: Includes weapons, armor, and projectiles.
Tools: Includes potions, food, scrolls, and magic stones.

The maximum number of items you can carry is displayed in the "Max" section. By finding a certain item the max can be increased to 30.

After selecting a category, select the desired item. If you are carrying more than 10 items, press left or right to cycle additional pages of items.

Press the Triangle button to sort the items by type in each category.

The item names are divided by color:

White: Fully identified, item name and description
Green: An unidentified item, its name and function are uncertain until used.
The item "know-it-all glasses" will identify all items currently in your possession
Blue: When you edit an item's name it will be highlighted in this color. See Tool Commands for details
Yellow: When you edit the name of an item that has not been identified, it will be highlighted in this color

Once you have selected an item, the Tool Commands will appear to the right. You can perform these actions.

Equip: Equipped items are marked with a white border. If you want to equip an item of the same type, use the Remove command (second selection) to first remove the current item. Items that can be equipped at one time are one-handed weapons, shields, ranged weapons, bows, rings, necklaces, and bracelets. If you want to equip a two-handed weapon first unequip a one-handed weapon and shield. A cursed item cannot be removed until you use a Coating Agent on it.

Remove: Unequip the item. Cursed items can't be unequipped.
Use: Uses the item (eat, drink, activate).
Throw: Throw the item as a projectile, status effects from items can be inflicted on monsters.
Drop: Drops the item at your feet. If all spaces around you are occupied you may not be able to drop the item until you move to a clear area.
Name: Enter a new name for the item, see page 9 for entering names.

The status of weapons and shields will be displayed below the Tool Commands. For weapons the attack power will be displayed and for shields the defense power will be displayed. Tools that cannot be used by your Occupation will be blue & unselectable.

◆About weapons and shields

One-handed and two-handed weapons, and shields have levels. The higher the number, the stronger the weapon. A '+' or '-' is displayed to show its condition. The '-' indicates a rusted or damaged weapon that has been weakened by monsters' special attacks. The condition can be improved by using a Coating Agent. The Coating Agent can be applied in advance to protect an item from damage and it also increases the weapon's attack or defense power by 1.

Main Window

◆ Pick Up

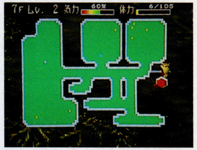
You automatically pick up any item that you walk over. If you accidentally discard an item from your inventory, use Pick Up to put it back in without causing the game to move forward.

◆ Map

Change how the overlay map is displayed.

◆ Display

Opaque: The map appears solid.
Transparent: You can see through the map.
Off: Turn the map off entirely.



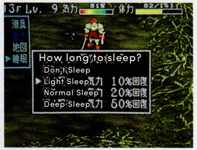
◆ Position

Several options to place the map around the screen.

◆ Size

Small: Displays at half the normal size.
Normal: Displays at standard size.
Large: Displays twice the normal size.

◆ Sleep



Lost Willpower can be restored by sleeping.
You can't do anything while sleeping so you need to make sure no monsters are nearby.
(The command can only be used once per floor)

No Sleep: Do not sleep.
Light Sleep: Sleep a short time and restore 10% Willpower.
Normal Sleep: Sleep for a longer time and restore 20% Willpower.
Deep Sleep: Sleep for a long time and restore 50% Willpower.

Skills Window

**This is the window for using skills for each Occupation.
Skills use varying amounts of Willpower for each use.**

◆ How to use skills

Press the Triangle button to open the Skills window. Select either your current occupation or the sub-occupation. The Skills window will list the available Skills, a description, and their Willpower cost.

Type 1: Select the skill you want to use and press the Circle button to confirm it. Press R1 to use the skill.
Type 2: For Mage or Priest Occupations, choose the skill level you want to use (L1-L6) and then choose the appropriate level spell scroll or stone. Press R1 to use. Scrolls and stones are not consumed this way.
Type 3: For the Inventor occupation, select the Combine skill

For details on the skills of each occupation,
refer to the Occupation Skills section on page 23.

SLPS 00819

Config Window

Here you set the configuration.
After selecting an item, use left and right to select, and press the Circle button to confirm. Press the X button to exit the window.

◆ Window color

You can choose your favorite of 8 colors for the menu windows.

◆ Camera perspective

Normal: Standard camera movement.
Dynamic: The camera changes more drastically and more often.
Off: The camera is fixed.

◆ BGM settings

Stereo: Output is in stereo.
Mono: Output is in mono.
Off: No background music will be played.

Adventure Failure

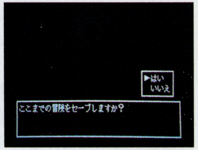
**If the protagonist's Stamina reaches 0 during an adventure, they will collapse and the adventure will be a failure. The current floor of the dungeon will be lost, along with any items they were holding, and they will return to the village.
Occupation proficiency and amount of held money will be retained.**

◆ When in the village

You can save your game and take a break at the storage room in the village. Press the Circle button on the third menu option and follow the message to save.

◆ When on the adventure map

If you want to save the game mid-way, you can do so when changing floors of the dungeon while holding the "Magic Memory" item. Follow the message to save your game, then it is safe to turn off the console power.



◆ About data loading

On the title scree, select Continue to load your game.

◆ How to increase the number of Occupations

At first, there is only one type of occupation, Warrior, but you can increase the number by bringing back crests from the dungeons to the village. Each crest unlocks the spirit of three additional occupations.

◆ Changing Occupations

You can only change your occupation and sub-occupation at the storage room in the village. Talk to the old man there to choose them. See page 22 for more on occupations.

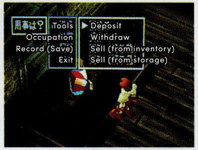
◆ Due to powerful magic rules, Occupations are subject to the following stipulations:

1. You can only have one active occupation at a time.
2. Occupations have proficiency levels that unlock additional skills as they increase.
3. When the proficiency level of an occupation reaches MAX, you become a master and can equip that occupation as a sub-occupation. This allows you to use that occupation's skills alongside another occupation. Experiment to find the skills that work best for you.

Don't forget, you can change your Occupation and Sub-occupation at the storage room in the village.

When you return to the village, the first thing you should do is talk to the old man at the storage facility. You can store or sell items and change Occupations here.

◆ Depositing and withdrawing items



First, you will have the option to deposit or withdraw items. Keep anything from your adventure you think you may need in the future and sell the rest. The money you earn from selling items goes to Dr. Oda to pay for medicine for your partner.
You can retrieve items at any time but there is a limit to how many you can carry. Make sure not to stuff your pockets before setting out on your next adventure.

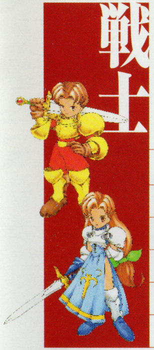
◆ Change of occupation

You increase the number of available occupations by finding crests in the dungeons and bringing them back to the old man at the storage facility. Only he knows how to unlock their power and grant new occupations. Talk to him to change your occupation or sub-occupation.

You can change your occupation and sub-occupation as often as you'd like. Just talk to the old man when you want to change.

◆ Record (Save)

You can save your progress at the storage facility. See page 20 for more.



Warrior
Default occupation
Has high stamina, attack and defense power, but low magic power
Wields: Club, Knife, One-handed (some Two-handed) swords, Axe, Morningstar, Shields
Projectiles: Bow, Arrow, Crossbow, Bomb

Power Charge	Attack power is doubled for a certain period of time	5
Flying Slash	Forward aerial strike with double power	10
Thrust	Attack while dashing to hit multiple monsters	10
Sonic Cut	Unleash a blade of wind from the sword	10
Rotating Slash	Spin and attack all enemies within range	20
Continuous Slash	A consecutive three-stage attack	25

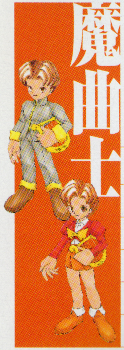
Mage
Has high magic power but all other stats are low
Wields: Knife, Club, Staff
Casts with: Spell Scrolls
Projectiles: Bow, Arrow, Crossbow, Bomb

Magic: L1	Can repeatedly cast L1 spells using Willpower	5
Magic: L2	Can repeatedly cast L2 spells using Willpower	10
Magic: L3	Can repeatedly cast L3 spells using Willpower	15
Magic: L4	Can repeatedly cast L4 spells using Willpower	20
Magic: L5	Can repeatedly cast L5 spells using Willpower	25
Forbidden Spell	Can repeatedly cast L6 spells using Willpower	30

Monk

Has high magic power with decent attack and defense power
Specializes in auxiliary miraculous powers such as defense and recovery
Wields: Club, Mace, Morningstar, Staff, Light Shield
Casts with: Strange Stones
Projectiles: Bow, Arrow, Crossbow, Bomb

Miracle: L1	Can repeatedly cast with L1 Stones using Willpower	5
Miracle: L2	Can repeatedly cast with L2 Stones using Willpower	10
Miracle: L3	Can repeatedly cast with L3 Stones using Willpower	15
Miracle: L4	Can repeatedly cast with L4 Stones using Willpower	20
Miracle: L5	Can repeatedly cast with L5 Stones using Willpower	25
Advent Miracle	Can repeatedly cast with L6 Stones using Willpower	30



Bard

Has high magic power and is fairly high on attack and defense power
Performs songs of magic and miracles
Wields: Club, Knife, Harp
Projectiles: Bow, Arrow, Crossbow, Bomb

Volume UP	Increases attack power of equipped harp	5
BGM Change	Changes the background music randomly	5
Crazy	Causes confusion to anyone it hits	5
Bind	Fires in 4 directions, paralyzes those who are hit	10
Valkyrie	Summon the Holy Spirit Valkyrie to attack	10
Requiem	Damages all those who can hear the song	30

Beast Tamer

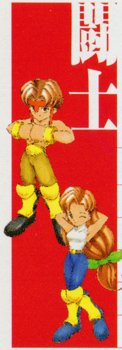
All parameters are normal
You can make monsters your allies and bring them along
Wields: One-handed sword, Knife, Whip, Light Shield
Projectiles: Bow, Arrow, Crossbow, Bomb

Threaten	Threatens enemies with a whip, stunning them	10
Tempt	The enemy it hits will be unable to attack	10
Rolling the Whip	Flip the enemy, paralyzing them briefly	10
Fear	Threatens enemies, paralyzing them for longer	15
Berserk	Strikes enemies with a whip, confusing them	15
Fellow	Turn the enemy in front of you into an ally	20

Inventor

Has high magic power but average in other areas
Combine items to create something new
Wields: Club, Knife, Axe, Morningstar, One-handed (some Two-handed) swords, Shields
Projectiles: Bow, Arrow, Crossbow, Bomb

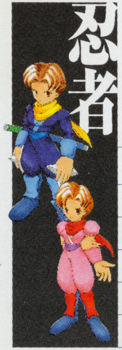
Upward Ability	Temporarily increase your abilities	5
Drug Combo	Combine 2 potions to create a new item	5
Accessory Combo	Combine 2 accessories to create a new item	5
Weapon Combo	Combine 2 weapons to create a new item	5
Shield Fusion	Combine 2 shields to create a new item	5
Magic Combo	Combine 2 scrolls to create a new item	5



Fighter

Stamina, attack and defense are exceptionally high, magic power is low
Possesses powerful offensive techniques
Wields: Only Knuckles can be equipped
Projectiles: Arrow, Bomb

Aura Shot	Unleashes a bullet of energy	5
Throw	Throws the enemy in front of you overhead	5
Spinning Kick	Kicks surrounding enemies at once	10
Hyper Shot	Unleashes a wider, more powerful bullet of energy	10
Body Ram	Powerful charge that lunges forward into the enemy	15
Three-stage Attack	Deal huge damage with consecutive attacks	20



Ninja

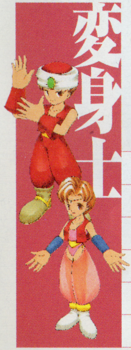
High attack power and speed, but low defense and luck
Combines attack and evasion
Wields: Club, Knife, Morningstar, One-handed (some Two-handed) Swords
Projectiles: Shuriken (repeat throw), Bow, Arrow, Crossbow, Bomb

Happo Shuriken	Shoots shuriken in eight directions	5
Jump Attack	Aerial attackwith double power	10
Close Your Eyes	Sprinkle blinding power around yourself	15
Art of Transformation	When attacked, teleport away	20
Fire Release Technique	Unleash a trail of powerful fire in front of you	25
Secret Sword Kamaitachi	Powerful spinning attack	30

Thief

Has low attack and defense power, but high speed and luck
You can steal items from enemies
Wields: Only Knives can be equipped
Projectiles: Boomerang (repeat throw), Bow, Arrow, Crossbow, Bomb

Concentration	Increases trap avoidance rate for a time	5
Steal	Steal belongings from the enemy in front of you	10
Aim for It	Increase critical hit rate for a certain period of time	10
Stealth	Sleeping (unaware) enemies will not be woken up	10
Vital Point Thrust	Vanquish the enemy with a single blow	15
Robbery	Attack and cause enemies to drop items	10



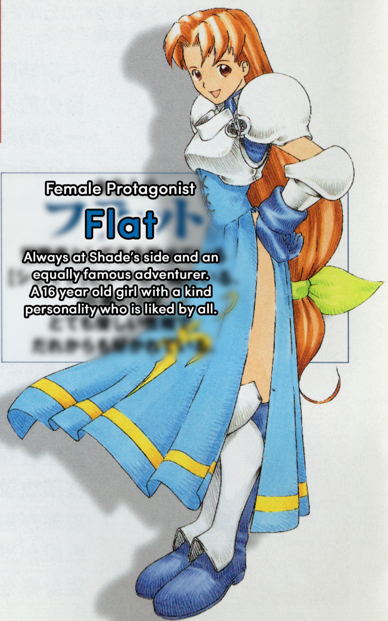
Transformer

Has high luck, average otherwise
You can transform into enemies and use their powers, but you cannot equip weapons or armor
Projectile: Boomerang (repeat throw), Arrow, Bomb

Human Form	Return to your original form (costs 0 Willpower)	0
Transformation 1	Turn into the enemy that attacks you	10
Transformation 2	Turn into the enemy that attacks you (less Willpower)	5
Transformation 3	Turn into the enemy that you attack	15
Transformation 4	Turn into the enemy that you attack (less Willpower)	10
Transformation	Fires a distant shot and transforms into the enemy it hits	25

Male Protagonist
Shade

A young man of 18 who is well known as an adventurer. He often finds himself alone, likely due to his rough manner of speaking and acting.



Female Protagonist
Flat

Always at Shade's side and an equally famous adventurer. A 16 year old girl with a kind personality who is liked by all.

SLPS 00819

Below are just a few of the tools you can find in the game.
There are several times more types of items so always check their effects

Item	Explanation
Knife	An early weapon that only provides temporary relief
Silver knife	A sacred weapon made of silver
Iron sword	A normal, everyday sword
Flaming sword	A powerful sword that spews flames
Claymore	A two-handed sword, it is prone to critical strikes
Wooden shield	Won't deteriorate from enemy attacks, but has low defensive power
Magic mirror shield	A shield that reduces the impact of magic attacks
Dried meat	Eating it will restore a large amount of stamina, it's delicious!
Recovery potion	Drinking it will recover your stamina
Sleep scroll	Conjures a sleeping powder to put monsters to sleep
Lightning scroll	Attack monsters with powerful lightning bolts
Map scroll	Reveals the map of the current floor
Stone of defense	Protagonist's defense increases for a certain period of time
Stone of status	Removes all status effects
Stone of recovery	A powerful magic stone that fully restores stamina
Magic memory	Allows you to save your adventure between floors
Magic pouch	Increases the number of items you can carry by 1
Coating agent	Removes curses from items, fortifies weapons against deterioration
Know-it-all glasses	Fully identifies all items in your inventory (see note on page 15)
Crest	Located on the deepest floor of each dungeon, these are your goal
Fruit of Life	A legendary item whose whereabouts are still uknown. Reverses death!

Game Hints

I always fail before I even get to the depths of the dungeon...

First, make sure to raise your level. As a guideline, try to increase your level so that it is higher than the floor you are currently on. Once you reach level 10 it will take longer to level up so you'll have to give this up at some point, but it is a good early tactic.

What happens if you transform?

1. With the Transformer occupation you can turn into enemies and use their powers! Many enemies have special attacks as well.
2. Transform into a strong enemy to make your adventure easier!
3. Press the Circle button for normal attacks and L1 for special attacks.
4. Special attacks consume Willpower, so use them wisely.

What is a Treasure Master?

Treasure Master is the most honorable title given to adventurers. To receive it, you must obtain the "Master Card" which is said to be somewhere in a dungeon. However, the path to becoming a Treasure Master is a difficult one. Don't give up, keep trying!

Opinions & Impressions

We look forward to your opinions and feedback about this game.

362 Leben Building 4F, 1-16-8 Atago, Ageo City, Saitama Prefecture
Mirai Soft Co., Ltd. Treasure Gear Department

使用上のご注意

●このディスクは家庭用ビデオゲーム・コンピュータ“PlayStation”専用のソフトです。他の機種でお使いになると、機器等の故障の原因や耳等の身体に悪い影響を与える場合がありますので絶対におやめください。●このディスクは NTSC J マークあるいは FOR SALE AND USE IN JAPAN ONLY の表記のある日本国内仕様の“PlayStation”にのみ対応しています。海外仕様の“PlayStation”では使用できません。●「解説書」および“PlayStation”本体の「取扱説明書」「安全のために」をよくお読みの上、正しい使用方法でご愛用ください。

●このディスクを“PlayStation”本体にセットする場合は、必ずレーベル面（タイトル等が印刷されている面）を上にしてください。また、中央部分を軽く押し込み、ディスクを安定させてください。●プレイ終了後“PlayStation”本体からディスクを取り出す場合は、本体のオープンボタンを押し、ディスクの回転が完全に止まったのを確認してから行ってください。回転中のディスクに触れると、けがをしたりディスクを傷つけたり本体の故障の原因になりますので、絶対におやめください。●ディスクは両面とも、指紋、汚れ、傷等をつけないように取り扱ってください。またシール等を貼付したり、鉛筆、ペン等で文字や絵を書かないでください。●ディスクが汚れた時はメガネふきのような柔らかい布で、内周から外周に向かって放射状に軽く拭き取ってください。その時、レコード用クリーナーや溶剤等は使用しないでください。●ひび割れや変形したディスク、あるいは接着剤等で補修されたディスクは誤作動の原因になりますので絶対に使用しないでください。●直射日光のあたる場所、暖房機器の近く等高温の所には保管しないでください。また、湿気の多い所も避けてください。●ケースやディスクの上に、重いものを置いたり落としたりすると、破損しけがをすることがありますので絶対におやめください。●プレイ終了後はディスクをケースに戻し、幼児の手の届かない場所に保管してください。●お客様の誤ったお取り扱いにより生じたキズ、破損等に関しては補償いたしかねますので、あらかじめご了承ください。

●“PlayStation”本体をスクリーン投影方式のテレビ（プロジェクション・テレビ）には絶対接続しないでください。残像光量による画面焼けが生じることがあります。●ソフトによってはメモリーカードが必要な場合があります。「解説書」で確認してください。

健康上のご注意

●プレイする時は健康のため、1時間ごとに約15分の休憩を取ってください。●疲れている時や睡眠不足の時はプレイを避けてください。●プレイする時は部屋を明るくし、なるべくテレビ画面から離れてください。●ごくまれに、強い光の刺激を受けたり、点滅を繰り返すテレビ画面を見ていると、一時的に筋肉のけいれんや意識の喪失等の症状を起こす人がいます。こうした経験のある方は、事前に必ず医師と相談してください。また、プレイ中の画面を見ていてこのような症状が起きた場合は、すぐに中止し医師の診察を受けてください。

PlayStation

TREASURE GEAR

SLPS 00819

PlayStation

Adventurers are people who risk their lives in search of relics from a long lost magical civilazation. Our protagonist is one such adventurer, joined by their partner and lover. But one day their partner is caught in a deadly curse trap. In order to break the curse, the protagonist heads into the dungeons surrounding Lele Village where harsh trials await!

COMPACT disc

NTSC | J

©1997 Miraisoft / ADK

"PlayStation logo" and "PlayStation" are trademarks of Sony Computer Entertainment Inc. WARNING: All rights reserved. Unauthorized duplication is a violation of applicable laws. Printed in Japan

このディスクを権利者の許諾なく賃貸業に使用することを禁止します。また、ソフトに含まれるプログラム等著作物を無断で解析することを禁止します。

It's an action RPG where time flows with you and becomes a Command based RPG when you stop running.
Adapt to the "Real Turn System"!

The graphics are made with full 3D polygons!! Not only will you be able to switch the perspective, the battles are portrayed with dazzling camerawork!!

The setting for adventure is Lele Village. The dungeons change shape every time, so you can play it an infinite number of times!

The player is... You can choose between two main characters, male or female.

SLPS 00819

標準価格¥5,800（税抜）

トレジャーギア

4 518798 071004

⚠ 注 意（ちゅうい）

「解説書」及び"PlayStation"本体の「取扱説明書」「安全のために」を必ず読んでから、ご使用ください。特に、小さいお子様は保護者の方がお読みの上、正しい使用方法で、ご愛用ください。

For Japan Only | Players 1 | Memory Card 2 Blocks

トレジャーギア
TREASURE GEAR™

Enjoy&Exciting.
Miraisoft
有限会社 未来ソフト

SLPS 00819